

Tag tyren ved hornene og bliv dagens helt. Hörnen und lassen Sie sich als Packen Sie den Stier bei

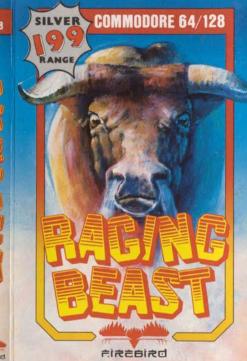
Held des Tages feiern

Prenez le taureau pa Keyboard or Joystic

s et devenez le héros du jour.







## Other exciting games in the 199 Silver Range \*

## Commodore 64/128

Booty

Cvlu

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Seabase Delta

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## Amstrad ...

Wild Bunch

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Seabase Delta

\* Correct at time of printing

# **RAGING BEAST**

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### THE GAME

You must make as many 'passes' as possible using only your red cloak. If you last long enough in the ring with the mighty bull Alfonso, a loop will be thrown from the crowd which you will have to place over the bulls head. If you succeed, you will see your name on the winners poster. . the glory will be yours. But . . . you will have to re-enter the ring to face Alfonso again, and he will be even angrier. It is always possible that the bull fight will become a rodeo. Don't worry if this happens. You can become a real expert with some practice, and it is possible to ride on the bulls back for a long time accumulating bonus points in the process.

#### LOADING

COMMODORE 64 OWNERS

After connecting your tape unit to your Commodore 64 according to the User Manual, place the rewound cassette into the tape unit. Press SHIFT and RUN/STOP simultaneously on your Commodore 64, and press PLAY on the tape unit.

COMMODORE 128 OWNERS

Switch on your Commodore 128, and type GO 64, and press RETURN. Press Y and RETURN. Now follow the instructions for Commodore 64 owners, given above.

**PLAYING THE GAME** 

OLÉ! can be played with a joystick (connected to PORT2 of your Commodore 64/128), or with the Keyboard. SUMMARY OF JOYSTICK CONTROLS:

When the Fire button is not depressed, moving the joystick will move the Matador in the required direction.

When the Fire button is depressed the following controls will be available:

JOYSTICK FORWARD = JUMP JOYSTICK BACK = DROP OBJECT JOYSTICK LEFT = WAVE CLOAK JOYSTICK RIGHT = PULL CLOAK

SUMMARY OF KEYBOARD CONTROLS: [= WALK UP >= WALK DOWN Z = WALK LEFT X = WALK RIGHT [+SPACE = JUMP Y SPACE = DROP OBJECT Z+SPACE = WAVE CLOAK

>+SPACE = DROP OBJECT Z+SPACE = V X+SPACE = PULL CLOAK OTHER CONTROLS:

FUNCTION KEYS = PAUSE GAME COMMODORE KEY = START GAME RUN/STOP = ABORT GAME

### **HEY THERE!!!**

Have you joined the IN CROWD? Are you a member of the SILVER CLUB? If not, then we in the SILVER CLUB would love to hear from you!

To become a member just send a cheque or postal order for £1.99 made payable to FIREBIRD SOFTWARE, along with your name, address, age, and the type of computer you have to the address below, clearly marking the envelope 'SILVER CLUB' and we'll send you a bumper pack of goodies including:

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- \* STICKERS
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- ★ AN EXCLUSIVE MEMBERSHIP No.
- ★ YOUR OWN MEMBERSHIP CARD (Subject to availability)

PLUS...We'll also send you a FREE SILVER GAME OF YOUR CHOICE!!! (Please let us know which game you would like.) Then, every three months or so, we'll send you a newsletter containing details of up-and-coming Silver games, competitions, special offers and other news.





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